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Technology Center 2600

-----Original Message-----

**From:** Pierre De Vries

**Sent:** [REDACTED]

**To:** 'Steve Wight'

**Subject:** Place-specific buddy lists

[REDACTED]

More on the Place-specific buddy lists:

Implementing a service which allows one to find friends that are close by appears to be very popular in informal polling that I've been doing.

Possible scenarios include:

- I've popped out for a quick coffee in the Starbucks around the corner from my office. I'd like to see if any of my friends happen to be on a break and interested in meeting me there for a chat.



- I'm walking the floor of a large industry conference. I'd like to share my insights and check out some booths with colleagues. I can check out to see which of them are nearby and interested in doing this.
- I'm at a large party and I can't find anybody I know. I'd like to find out if anybody around there is a member of my college fraternity.

While one can deliver this kind of service using peer-to-peer proximity networking [REDACTED], it becomes much more interesting as part of a larger location-based service play. Once connected to a network, the user could specify the size of the region of interest, and the service would figure which adjunct technologies were available; e.g. the cell site (scope measured in miles), GPS (measured in city blocks, or less in some cases), to Bluetooth (measured in meters).

Micro-locations: GPS is great for locating missile targets, but the resolution isn't really fine enough for the resources a pedestrian might want to locate. I envisage that nano-cell networks will provide finer grained detail. [REDACTED]

### Precedents

Current on-line buddy list systems allow one to keep in touch with friends by sending messages to ones who are connected to the internet when you are. Features of such systems include communicating with friends in real time, searching out people by their name, nickname or unique identifier, sending files, and playing on-line games. [REDACTED]

These systems do not have a physical-space component.

Toys like the Lovegety (cost \$30, range 10 yards, <http://www.love-getty.com/>, <http://www.wired.com/news/news/culture/story/12342.html>) [REDACTED] allow people to find contacts by matching parameters to other devices that are close by. Data is exchanged directly. There isn't a rich service component which would allow one to filter in a variety of ways, e.g. friends but not business colleagues.